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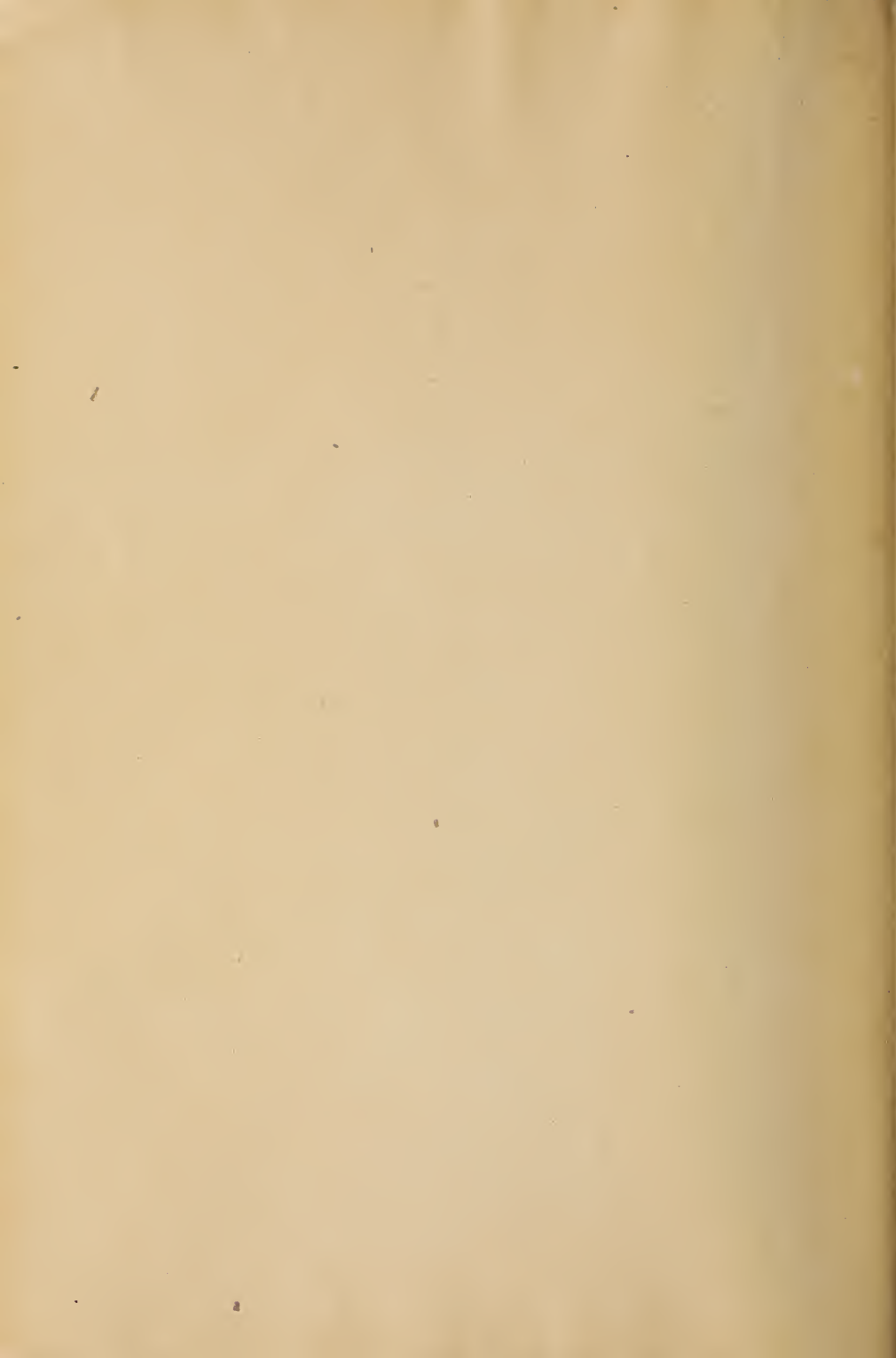
The International Clover game.

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Class GV1463

Book .I6A7



Nov. 7-1903

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The International Clover Game

U. S. LETTERS PATENT No. 733,793, DATED JULY 14, 1903

This remarkable and well arranged game is scientifically devised. It owes its name to the following circumstances:

1. That the clover leaf, symbol of happiness, adorns its sections.
2. That the flags of all the nations of the world are represented by the colors in the sections or subdivisions.

The games which may be played on this game or chart or Board are of a great variety, from the simplest for children to the most complex in which reflection and calculation are necessary. The variety of the movements and march of the chessmen, the efforts to reach the end, the combinations which the players might form, the payments and charges of points give to it great animation, and show that this game is up to the present age of business and activity. This game is sure to furnish a positive entertainment to young and old in all kinds of social gatherings and in the home circle. The diversity of games that may be played on this Board is endless, since none can be identical with the other. As everything in this game contributes to give to it animation, it is most important, in order to win, to be very careful as to the charges, the colors cast by the dice, and the number of sections which the chessmen ought to occupy.

Notwithstanding all the aforesaid, the game is very simple to understand and does not offer difficult complications.

The *General Rules*, the *Technics*, and

the *General Remarks* refer to all the games, and the variations are explained in the different ways of playing. Therefore, we recommend, in order to soon be able to learn how to play without difficulty, a thorough study of the already mentioned Rules, Technics, and Remarks. It will be well to begin by practicing the *Steps Game*, and when it has been thoroughly learned how to move the chessmen according to the colors cast by the dice in every throw, and what is "charged" by every "falling in color" "finals of games," etc., then practice the *Charges Game*. This once known, and the players accustomed to the charges and payments made in every throwing of the dice, which constitute the only difference between this and the previous game, they are then ready to play the *Sales Game*. This should be practiced a longer time, and once mastered, no difficulty will be encountered in playing the *Backwards, Forwards, Backwards, or Forwards, Races, and Clover games*. The game last mentioned may be played in a great many ways; but once the *Sales Game* is well known this will be found very entertaining. All that is needed in these games is calmness, thought, and calculation in moving the chessmen in conformity with the colors and number indicated by the dice in every throw. Finally, do not play the next game without thoroughly knowing the previous and always practice in the afore-mentioned order, namely: Steps, Charges, Sales, etc.

GENERAL RULES.

Any of the games may be played by two, three, four, five or six persons.

I.—If six persons play, each will take one color, and throw the dice for his color once in each round.

II.—If five persons play, one shall take two colors and the other four one color each. Before beginning the game, the players shall agree who is to take two colors; or it may be decided by lot, throwing a common die, and the one casting the highest number will take the two colors; but in case there are two throwing the same highest number, the one throwing first will take them.

III.—If the game is to be played by four, two will take two colors and the other two one color each. Who are to take two colors shall be decided according to the previous rule.

IV.—If three are to play, each person shall take two colors.

V.—When the players are two, each shall take three colors.

VI.—In order to determine who is to be the first to throw the dice, let each player throw the common die, and the first to cast the highest number shall start the game. The starter should always take the *green* color. In case of taking two colors, it is optional to take the green and white, or the blue and green; and in case of three colors, let him take green, white and red, or blue, green and white; or yellow, blue and green. The three players shall take the colors in front of each as they sit around the board.

VII.—In the first game played, the first to throw the dice will be the one who has the green color; in the following games, the one who wins.

VIII.—Before commencing each game, the chessmen shall be placed in the large or Starting station, with the clover leaves having three lobes each of the same color.

IX.—The dice shall be thrown by colors; so that, in each round, the person or persons having two or three colors shall throw once for each color he has taken.

X.—The dice-box and dice shall pass around from left to right and the chessmen shall move in the same direction. This rule means that if the green color is the beginner each should throw in this order: first, green; second, white; third, red; fourth, black; fifth, yellow; sixth, blue; then again, green, white and so on as before, to the end of the game.

XI.—The chessmen shall count the stations they have to advance from the next of that on which they stand.

XII.—The colors indicated by the dice show which colors should advance and the dotted die indicates the number of stations they have to advance.

XIII.—If the three dice cast the same color, and this is thrown by the person having that color, he shall win the game, and shall throw first in the next game.

XIV.—If the three same colors were cast by other than the person having that color, the latter shall move his chessmen three times as many stations as indicated by the dotted die.

XV.—If in throwing the dice two should cast the same color and the third a different one, the player having the duplicate color shall move his chessmen twice the number of stations indicated by the dotted die, and the one having the other color shall move his once the same number.

XVI.—If the dice cast three different colors, each player having those colors shall move their respective chessmen as many stations as indicated by the dotted die.

It should be noticed that in both Boards the arrow-shaped stems of the clovers indicate the direction in which the chessmen should be moved, whilst in Board No. 1 the stems of the large clover forming a dominion show the

color of each dominion and also the movement of the chessmen. In Board No. 2 the stems of the arrows show the color of each dominion, while the heads show the color of the winning station.

These are the General Rules, applicable to any and every Game elsewhere explained; but in order that these Games may be thoroughly understood, we shall now proceed to explain the special meaning of some words herein used, which may be said to form:

THE TECHNICS OF THE GAME.

I.—DOMINION, or a COLOR'S DOMINION.—This name is given to each of the clover-shaped group of 36 subdivisions or *stations* in Game Board No. 1 (for children), and also the 36 stations of Board No. 2, united by the arrow-headed stem. The stations should be counted from left to right, beginning by the large or starting station where the three lobes of the clover leaf are drawn in the same color. There are six Dominions, the Green, White, Red, Black, Yellow, and Blue.

II.—INITIAL, or STARTING STATION.—Each of the six large stations with the clover leaf in one color, or Clovers Green, White, Red, Black, Yellow, and Blue. In these stations shall be placed the chessmen before beginning the Game.

III.—FINAL, or WINNING STATION.—In Game Board No. 1 the winning station is the same as the Starting station; and in Board No. 2, the Final station of the Green color, for instance, is that of the White colored Clover; the Final of the White is that of the Red colored clover; the one of the Red is that of the Black clover, etc.

IV.—TRANSIT STATION.—That subdivision where the chessmen stop when the colors cast are duplicate or triplicate.

V.—RESTING STATION.—The subdivision where the chessmen stop to wait for their next move.

VI.—STEP.—To move a chessman as many stations as indicated by the dotted die. *Examples:* If in a cast the dice show three different colors and three dots, each of the chessmen of the colors cast takes a "step" of three stations or subdivisions. If two of the dice should show the same color and the third a different one, and the common die should indicate one, the chessman corresponding to the duplicate color shall take two steps of one station each; the first step takes the chessman to the Transit station, and the second, to the Resting station. The other color shall take one step of one station.—If the three dice should throw the same color and the other die six dots, the chessman of the color cast shall take—if not thrown by himself—three steps of six station each (See General Rules, XIII, above). With the first and second steps, the chessman passes through or touches two transit stations, and on finishing taking the third, it stays at the Resting station.

VII.—TO FALL IN COLOR.—This happens when a chessman stops, either on transit or resting, at a station where the three lobes of its clover leaf have the same colors as those thrown in that play. For instance: let us suppose that the throw gives the colors Green, White, and Red and three dots, and that in moving the White chessman, its step of three stations ends in a station with a clover leaf colored Green, White, and Red; since these were the colors cast in the play, the chessman taking that step is said "To Fall in Color."

VIII.—FIRST THROW.—This is the way the player who starts the Game is called.

IX.—TO SELL THE CHESSMEN.—In the Game of Sales and others, when a chessman passes from the Dominion of one color to that of another.

X.—RETREATS.—To return a chessman in the Game called BACKWARDS, or RETREATS.

XI.—ADVANCES.—The advance of a chessman in the Game called FORWARDS, or ADVANCES.

XII.—TO GO WHERE POSSIBLE.—In the Game called Forwards or Backwards, to advance or retreat the chessmen.

The names of the Games which may be played on the Board are: 1, the GAME OF STEPS; 2, the GAME OF LOST STEPS; 3, the GAME OF CHARGES; 4, the GAME OF SALES; 5, the GAME OF ADVANCES; 6, the GAME OF RETREATS; 7, ADVANCES AND RETREATS; 8, the GAME OF RACES; 9, the GAME OF THE CLOVER.

THE GAME OF STEPS.

(For Children.)

This Game is especially designated for children, and it is preferable to play it on Board No. 1. Four dice should be used, three marked with clover leaf lobes and one with dots. Each player shall take one chessman for every color he takes; the chessmen shall be placed in their respective Starting Station.

1. For deciding who will take two colors and who will take one, see General Rules, II.

2. In order to decide who will be first throw, see General Rules, VI.

3. Each player, beginning with the first throw, throws the dice in his turn and, according to the colors of the clover lobes on the three dice and the dots on the other, the chessmen shall be moved, in accordance with General Rules XII, XIII, XIV.

NOTA BENE.—The three preceeding rules are applicable to every Game, and for this reason shall not be repeated in the explanations of the other Games.

4. Whenever a chessman arrives either in transit or for resting, to a station with the three colors cast in that throw, the owner of the chessman shall say "I fall in color," and shall collect from each of the other players according to the following rules:

(a). If the three colors cast are different from each other, each player shall pay to the one who fell in color, one point. The player with one color shall pay one point; the one with two colors shall pay two points, one for each color, etc.

(b). If two of the colors were the same and one different, and the chessmen of the single color falls in color, each of the other players shall pay him one point. If the one who falls in color is that of the double color, each of the other players shall pay him two points.

(c). The payment for "falling in color" shall be made whether the chessman falls in station with the same colors cast in that throw on transit or for resting. When a chessman takes two steps and falls in color both on transit and for resting, the owner shall collect for the two fallings in color from each of the other players.

d). In order to win the Game, it is necessary to go around the whole Dominion and to return to the Starting station in Board No. 1, and in Board No. 2, to go over every station of the Dominion and to arrive, by actual count, to the Final station. The Game is won also when the three dice cast the same color belonging to the player who throws. *Example*: Suppose the player who throws the dice has the White color and he throws three white lobes; in this case he wins the Game, and collects three points from each other player and shall be first throw in the next Game.

(e). When a player is lacking less than six stations to finish the round of his Dominion in Board No. 1, or to get to the Final station in Board No. 2, if

his color were thrown and the dots indicated more stations than he is lacking to finish, he shall advance to the final station and thence return the number of stations necessary to complete his step, doing the same thing every time until his chessman rests in the Final station.

(f). In case a duplicate number is thrown, and the dotted die indicates the exact number of stations lacking to win the Game, the chessman shall rest at the Final station instead of counting the double step, and shall collect according to rule "(d)." The same thing shall be done in case a player throws a triuplicate color, not his own; the chessman shall not go on counting, but shall rest at the Final station, either on transit or for resting, and shall collect as already said.

(g). In no case shall a chessman go backwards and forwards in the same throw when two or three steps have to be taken; once beginning to retreat, it shall not stop until it has finished the number of steps it has to take.

(h). By rules (e) and (f) is established that the first to reach the Final station, either on transit or for resting, shall win the Game, collect three points from each of the other players, and be first throw in the next Game.

THE GAME OF THE LOST STEPS.

(For Children.)

This Game is played with the same number of dice as the previous one, and each player takes one chessman. Follow the same rules of the other Game, with the following exceptions:

(a). Every time the dotted die marks six, the chessmen of the colors cast, if three different, instead of advancing six stations, shall retreat six stations.

(b). If with the six dots, one of the colors were duplicate, and one single, the duplicate color shall retreat two steps of six stations each, the single

color shall take one step, of six stations also, going backwards.

(c). If the three dice cast the same color as that of the player who threw the latter shall win the Game, even if six dots were cast; but if the color cast belongs to another player, the latter shall go back to the Starting station, to begin the Game anew, when his color be thrown.

(d). No chessman shall retreat when the six dots are cast in the following cases: (1) When the chessman has not been moved from the Starting station: (2) When the chessman is resting on a station where the clover lobes show the same colors as those thrown up by the dice. In the last case, the player shall collect for having fallen in color.

(e). When a chessman has to retreat and passes on transit or rests in a station with the same colors as cast in that play, the player shall collect for having fallen in color.

(f). If in retreating, a chessman reaches the Starting station, it shall rest there to await another throw, to begin the Game over again.

(g). The way of winning the game, and payments for falling in color are the same as of the Game of Steps.

Recapitulation.—Whenever the dotted die casts 1, 2, 3, 4, or 5, the chessmen of the colors thrown advance the corresponding number of stations, and when the number six is thrown, they go back that number of stations; but if they reach the Starting station in retreating, they rest there, without finishing counting the stations still lacking.

Nota Bene.—1. If the Game is played on Board No. 2, the chessmen have to go through the whole Dominion, and reach the Final station. 2. Once learning how to play the next *Game of Charges*, it may be played in the same way this one is played, in which case, when the number six is cast, nothing shall be paid for throwing the dice (See explanations of the next Game).

THE GAME OF CHARGES.

(Specially Adapted for Young Men and Women.)

This is played with the same dice and chessmen as the last Game, and on any of the two Boards, although the No. 1 is the most suitable.

The moving of chessmen, charges for falling in color, and winning, and way of ending, are the same as in the Game of Steps. The only difference is that the player who throws the dice charges (or collects) points, in accordance with the following rules:

1. If the three colors cast were different and among them was the one belonging to the player throwing the dice, the three colors move their chessmen, but do not pay any points to the player throwing the dice.

2. If among the colors cast there was not the one belonging to the player throwing the dice, each one of the other players shall pay him one point.

3. If in throwing the dice one color is duplicate and the other different but none that of the player who threw, the owner of the single color shall pay one point and that of the duplicate color, two points to the one throwing the dice, each moving his chessman as explained.

4. If one color was duplicate and one different, but the latter belonged to the player throwing the dice, the owner of the duplicate color shall pay one point to the one who threw the dice.

5. If the duplicate color belongs to the player throwing the dice, the other color shall move his chessman without paying anything.

6. If the three dice cast the same color as that belonging to the player throwing the dice, it has been already explained that the player wins the Game and charges points to the other players; but when the color belongs to another player he shall pay three points to the one

throwing the dice and move his chessmen the three corresponding steps.

From the six foregoing rules it will be seen that in this Game; (1) the player throwing the dice, if he was not lucky enough to advance his chessman, gets compensation in the payment of points by those who advance theirs; (2) if the one throwing the dice and another player move their chessmen the same number of stations, it does not cost them anything, as they are in the same circumstances; (3) if the player throwing the dice advances his chessman more than other players he avails himself of his good luck without any expense, and (4) if the lucky player was other than the one throwing the dice, the latter advances one step, the former two steps and collects one point, the difference between two and one.

The special features of this Game are that something is gained in every throw such as the payments for "falling in color," etc. For this reason no special stations are found—as in some other Game-boards—in which the Game is won or lost, since something may be gained in every station, according to the colors cast and the chessmen moved.

NOTE.—The foregoing games are all very simple and can be easily learned by children and young people. Those that follow, being capable of many different combinations, will also prove highly interesting to grown-up people, and although requiring greater care and calculation on the part of the players, will not prove difficult inasmuch as the rules, with a very few exceptions, are the same as for the preceding games.

THE GAME OF SALES.

This Game can be played only on Board No. 2. The number of dice and chessmen being the same as in the other Game.

The payments for "falling in color" are as already explained.

The Finals and charges in each throw are somewhat different on account of the

chessmen, but these payments are based on the conditions already explained in the previous Game. The characteristic feature of this Game gives to it great animation and furnishes opportunity to the players to calculate and think which of his chessmen, he may happen to have, should move to the greatest advantage. In short, its chances for skill are endless.

THE SALE OF CHESSMEN AND PAYMENTS.

1. When a chessman of any color has run the greater part of its Dominion, and is only lacking a few stations to reach the winning station, if its color is cast and the number of stations it has to advance is larger than what is lacking, the chessman shall not retreat, but shall go on into the next Dominion, and when it has finished the step or steps it has to take, he will find out whether the chessman "fell in color" or not; if it fell in color the player shall collect the corresponding points, and then the owner of the Dominion in which the chessman has entered shall pay him three points; but thereafter the chessman shall belong to the owner of that Dominion. This is what is called "to sell a chessman." In such cases one or several colors are left without chessmen, and others, on the other hand, will have two or three chessmen; but as the sales may continue all through the Game, the number of chessmen changes in each Dominion.

It must be understood, that, for instance, if the Green color sells his chessmen to the White, the latter shall move only his own chessman when his color is thrown, for the Green chessman shall be considered, while in the White Dominion, White. Moreover, if the same Green chessman advances to the Red color's Dominion, it shall be considered Red, etc.

2. If the player is lacking, say, four

stations to reach the Winning station, and his color and four dots were cast, he wins the Game and collects three points from each of the other players, and the Game is ended. But if his color should be duplicate, and four dots, since he has to take two steps, the first takes his chessman to the Winning station on transit, collects three points from each player, and with the second step he sells his chessman to the neighboring Dominion. But in case, in taking the second step, it falls on color, he shall also collect, as explained in the General Rules, besides the three points for the sale of his chessman to his neighbor's Dominion.

3. If any player throws the same color with the three dice, it has been already explained he wins the Game; this must be understood to be the case even when he has sold his chessmen. But if the color cast is that of another player and he reaches the Final station with the first, or second step, he shall collect the three points from the other players, and with the next step, or steps, shall sell his chessman. But if he reaches the Winning station with the last step, he wins the Game and shall be first throw in the next.

4. The color (or player) left without any chessman shall charge to the colors cast when he throws the dice, even if that which was his own is thrown; but he shall not pay anything when someone else throws his color. This rule shall be observed as long as he has no chessmen in his Dominion; but if any chessman is sold to him, he shall charge and pay subject to the rules already given.

5. Any color with two or more chessmen shall pay as follows: one point for each of his chessmen, if any of his colors is cast; two points if any of his colors comes duplicate, and three points if any of his colors comes triplicate, thrown by any one but himself. In compensation, he shall take two or three steps with his chessmen of the colors cast,

being optional for him to take all the steps with one or more of his chessmen. For instance: (1) Color (or, player) X. has two chessmen in his Dominion; color Y. throws none of his own, but among those colors he throws is X's color and three dots; X. shall pay two points, one for each chessman, and take two steps of three stations each. (2) Z. color who has no chessmen throws X.'s color, duplicate, and six dots; X. shall pay four points and take four steps of six stations each. (3) Someone else throws X.'s three colors and two spots; X. shall pay him six points and take six steps of two stations each. If he has three chessmen, he pays three times and takes three times as many steps. He may take the steps with one or more of his chessmen, to suit himself, trying to fall on color or reach the Winning station; that is to say, he must try either to win or to at least take the greatest possible advantage.

6. A chessman sold in a certain throw should not be moved by its new owner until the next time the color to whom it now belongs is thrown.

7. The payment that the player with two or more chessmen has to make is deducted from the number of steps which each of the colors has to take with their chessman or chessmen. For better understanding, the following examples are given:

(a) If the player throwing the dice cast three different colors, and he has only one chessman, if his own color did not come out he shall receive from the one with two chessmen whose color was thrown, two points; because two steps the latter takes, less 0 steps taken by the one throwing, leaves two, which are the points he collects.

But if the color of the player throwing the dice is among those thrown up and also among those of the person who has 2 chessmen, the latter shall pay to the player 1 point, because 2 steps which the

player gives to his opponent, less 1 which the player himself is entitled to make, leaves 1 which is the point the latter collects.

(b) If the color of the player throwing the dice is cast, and that of two chessmen comes duplicate, the same operation shall be made, as the player with two chessmen has to take four steps and the one throwing has to take one; because four less one leaves three, which is the number of points the player with two chessmen has to pay.

(c) If the color of the player throwing comes out duplicate, and the other colors cast belong to the player with two chessmen, he has not to pay anything, because two steps one has to take, less two steps the other must take, leaves 0.

Any other movement indicated by the color and dots cast, any player having two or three chessmen, will be easily solved by the foregoing explanations.

FINALS.

8. As already said, in order to win in this Game, it is necessary for a chessman to rest exactly in the Winning station. To this end, the player with two or more chessmen in his Dominion must examine the places each of his own and the other players' chessmen occupy; if he wishes to bring the Game to an end, and he has a favorable chance for it, since he has to take two, four or six steps, according as he has one, two or three chessmen in his Dominion, he should take the first step or steps with the chessman or chessmen which cannot reach the Final station, trying to fall in color, and the last step with the chessman that will rest in the Winning or Final station. But if, either intentionally or by mistake, he begins the move with the chessman that shall rest in the Winning station instead of the other or others, he shall finish taking all the steps

he has to, sell his chessman, and collect the corresponding points for transit through the Winning station and for the sale of his chessman.

9. Two or three chessmen may occupy in this Game the same station, if that suits the player or the dots cast oblige him to it; but the player is not allowed to sell two or more chessmen in the same throw.

10. The falling in color shall be charged even if the station is already occupied by another chessman.

This Game of Sales is one of the most entertaining on account of its many variations, and once thoroughly learned, it will be played with the greatest pleasure. Something similar may be said of those Games hereafter explained.

GAME OF RETREATS.

(Or Backwards.)

This may be called the Game of disappointments and emotions.

It is played on Board No. 2, and with the usual three dice with the clover leaves on, and another marked with Nos. 1, 2, 3, 4, 5, and the sixth face blank. The common die may be used, in which case the number six may be considered blank. Each player shall take one chessman.

1. The payments for throwing the dice, fallings in color, and sales of chessmen are exactly the same as in the Game of Sales, with this exception only: *Whenever the blank face of the die is cast, nothing is paid or charged.*

2. Every time the blank face of the die is cast, the chessmen of the other colors thrown shall go back to the nearest station where those colors are found: provided, of course, these colors have been left behind.

3. The Backward movement shall not be observed in case the chessman which has to move occupies a station with the colors thrown.

4. If a player throws his own color with the three dice, he wins the Game, even if the blank face of the die comes out.

5. If the same color is cast by the three dice, but the color does not belong to the person throwing, and on the other die the blank face should come out, the chessman of the color cast shall retreat to the Starting station; except in the case when the chessman has been sold, since in such case it does not belong to him any longer. This is the General Rule, for no chessman out of its Dominion can return to it, and its owner, as explained in the Game of Sales, shall be the owner of the Dominion of the color in which the chessman stands.

6. If a color should come duplicate and one different besides the blank face of the die, the chessman of the duplicate color shall take two steps backwards, the first being to the nearest station and the second to the farthest with the color; provided that in that space two stations with the colors cast are found, but if one is found only, the chessman shall go back to that alone; should none be found, the chessman shall not go back at all. The single color shall retreat one step, if back of the station in which it stands there is no station with the color cast.

7. If there were more than one chessman in the Dominion of a player who has to retreat, it is optional for him to move the chessman or chessmen that suit him best; provided he can take the steps with more than one; and if another should throw his color triplicate and the blank face besides, he shall take his chessmen to the Starting station.

8. In case a color comes out duplicate and the blank face is thrown up, and the player with the duplicate color has two or three chessmen, if one of these is in a station with the colors cast, since this cannot be moved, another or others have to retreat, as it is obligatory to take

the same number of steps backwards that he should have taken forwards, if possible. But if two of his chessmen are resting on color and he had still another chessman, this shall take the step backwards, if possible. since we already know that two, or three chessmen at the most, may occupy the same station.

GAME OF ADVANCES.

This Game is played on the same Board and with the same number of dice and chessmen as the previous. This may be called the Game of pleasures.

It is in every respect similar to the Game of Retreats, with the only difference that whenever the blank face of the dotted or numbered die is thrown, instead of going back, the chessmen are moved forward, stopping until the colors cast in that throw are found; but if the chessman is already occupying a station with those colors, it shall remain without moving; the same being the case if the colors are not found in any of the stations ahead. In case one of the players throws the same color with the three dice, but not his own color, as there is no station with the symbol or lobes of the clover leaf in the same color in his Dominion, except the Starting station, and this is back of any place occupied by the chessman, he shall advance three times five his chessmen; that is to say, he shall take three steps of five stations each, which is the highest number that can be thrown when there is only one chessman in the Dominion. If there are two chessmen in the Dominion, six steps of five stations each shall be taken; and in case of three chessmen in the Dominion, nine steps shall be taken of five stations each.

It was said in the preceeding Game, and the same thing may be said in this that when the blank face of the dotted die comes out, nothing is payed.

Payments for falling in color, throwing of dice, sale and moving of chess-

men when more than one in the Dominion, etc., are the same as in the previous Game, all the change necessary for this being the substitution of the words retreat and go back for advance and go forward.

THE GAME OF ADVANCES OR RETREATS.

This Game is played on the same Board and with the same dice and chessmen as the last two explained. It may be called the Game of joys and sorrows, pleasure and disappointments.

1. The rules for this Game are the same as for the last two, as to payments for throwing, falling on color, sale of chessmen, etc., the only difference being that when the blank face of the dotted die is cast, the chessmen of the colors thrown either advance or retreat to the nearest station from that on which they rest where the colors cast be found. If the two stations with the colors are at equal distance back and ahead of the Resting station, then the chessmen shall not move at all.

2. In case of the same color being cast with the three dice and the blank face of the numbered die besides, and the color belongs to the player throwing, we know that he wins the Game; but if the color belongs to another player, the latter shall move his chessman or chessmen to the Starting station.

3. When one color has two or more chessmen in his Dominion, as he has to take two or more steps when his color comes out, according to the number of chessmen, if the blank face comes out, and he has two chessmen, one of which can advance and the other retreat, he shall do so; but if both can either advance or retreat, he shall move accordingly, being obligatory—whenever possible,—to take the corresponding steps, either with one or more chessmen the player may happen to possess: it being

against the rules for the same chessman to move backwards and forwards or forwards and backwards in the same throw.

4. If a chessman is resting in a station with the colors cast, and the throw is favorable for advancing or retreating, and there were in the Dominion another chessman which can advance or retreat, it shall move accordingly, and the other shall remain where it stands; because, as we already know that a chessman standing in a station with the colors cast in the same throw cannot be moved in similar cases; but any other may come to occupy the same station.

5. If one color should come duplicate, one different, and the blank face of the numbered die, and there were in the Dominion of the duplicate color two or more chessmen, one of which is in a station with the colors cast, the other chessmen shall advance or retreat; but if two of the chessmen were in the station, or one in one station and the other in another station of the same colors, no move shall be made except in the case when there is a third chessman that can be moved.

6. By the already given explanations is established, as a general rule, that *whenever possible, the chessman or chessmen should advance or retreat to the nearest station of that they occupy, every time the blank face of the die comes out, two chessmen, or at the most three being allowed to rest in the same station.*

THE GAME OF RACES.

This is played on Board No. 2. Three dice with clover leaf and three common dice are needed to play this Game. Each player has a chessman.

1. In this Game, the step is composed of the sum of the dots on three dice thrown, so that each step cannot include less than three stations and not more

than eighteen. For example; if in casting the dice, numbers six, two and four come up, the step should include twelve stations; if three ones should be thrown, it will include three stations, and eighteen stations if three sixes are thrown.

2. The payments for throwing the dice, falling in color, whether on transit or resting, are the same as in the Game already explained. Each chessman, whether in transit or resting, that reaches any Starting station, shall collect from the other players three times as much without ending the Game.

3. No player can win the Game if he throws his own colors with all three dice, but he must move his chessman three times or steps the same total of dots obtained by throwing, and he must also collect three points from the other players, but this will not close the Game.

4. If during the Game a chessman reaches a station already occupied by a rival chessman, the colors of this must be examined, and if it has the colors of both, then both may remain there; but if it has the color of only one, then that one remains and the other shall return to the nearest station having the clover leaf of its color. But if neither color is found, then both chessmen must go back to the nearest station having their color. The same applies to all three chessmen, this being the maximum number that can rest at one time in a station; and if a fourth chessman reaches the station, it must go back and rest in the nearest station having its color.

5. Falling in color makes collecting necessary, whether going in transit or resting in the station that has the colors obtained; no matter how they reach the station, the player can collect only if the station is unoccupied; but if on going back the chessman rests in a station

having its colors, then he shall collect the corresponding points.

6. If the chessman takes more than one step, he may pass over a station already occupied by a rival chessman.

7. The object is to run the whole path of the Board, so it is necessary that the chessman of each color must pass, without being sold, through all the Dominions, and the first one to do this and entering his own Dominion again, arriving at the Starting station, is the first to win the Game and collects three points from each other player. The second to complete the round collects two points from each player still playing, and the third one to finish collects one point from the three remaining players. When this third one finishes, the Game is ended. The one who first made the circuit throws first for the new Game.

8. The first and second colors whose chessmen complete their travel do not continue to throw the dice and, of course, do not pay for the falling in color of those who continue to play, but withdraw their chessmen from the Board when they have completed their circuit.

THE CLOVER GAME.

This is played on Board No. 2, and the same dice are used as described in the foregoing Game. Each player has three chessmen, placed in the Starting station. This is a game of calculation, and to master it one must concentrate one's thoughts, make the moves calmly, examining beforehand the stations where the chessmen are to rest, according to the colors of the dice thrown.

The color of each player and also the question of who shall throw first are determined as in the Games already described. Its rules, based on these already given, are as follows:

1. As each player has three chessmen and three dice are used, the owners of

the different colors obtained by throwing the dice, are at liberty to move, one, two or the three chessmen, to take the necessary steps. *Example.* Let us suppose that in the throw X Green, Red, and Black come up, and the dots are one, two, and five. Each one of these colors shall be moved, according to the player's convenience, or with one chessman only the step to one station may be made, then the second move of two steps, and the third move of five steps; or inversely, the first move of five, the second of two, and the third of 1 step; or the moves may be made in any order that best suits the player, whose object is to fall in color, to put one or more chessmen in the Winning station, etc. He may also take two steps with one of his chessmen, let us suppose, the first one of five stations and the second of one, and with another chessman, the one of five steps while with the third chessman the one of one step.

In short, he can move his men with perfect liberty, taking advantage of the dots thrown, so as to carry his men to the stations that are most advantageous, the only restriction being that he cannot let two chessmen be in the same station, which is not admissible in the Game called The Clover.

2. If in throwing the dice two equal colors and one different are thrown, the owner of the two equal colors, must make as he thinks best, the six steps that he has the right to, counting if he has three men in his Dominion, two steps for each dot thrown. The player obtaining the one color will take three steps only.

3. If all three colors are the same and belonging to the thrower of the dice, it is already known that that color wins the Game, and collects points, etc. But if they are of a different color from that of the thrower, he must take nine steps with one, two, or three men, changing the movements as best suits him, counting three steps for each dot.

4. When any player succeeds in resting a chessman in the Final station, he gives notice that a chessman has "reached home" and collects from each of the other players one point. The chessman, once in this station is not moved again during the Game; should two chessmen still remain to the player, he not having lost any, they will serve him for moving in the subsequent throws to the extent of the two lower dots of the three dice thrown.

5. When the player succeeds in putting a second man home, he gives the necessary notice and collects from the other players two points. This second man remains in the station as the first did without being moved again; if a man still remains, this will be used for taking the steps corresponding to the lowest number of dots, if it is the player's turn to move. It is then understood that (1) if there are two chessmen in a player's Dominion, and three different dots are cast, the chessmen shall be moved with the lower ones; (2) if two same numbers are thrown, lower than the third, the two lower numbers will serve him for taking the two steps; (3) if three equal numbers come up in the throw, he shall move two of his chessmen for two of these numbers. In case he has only one chessman in his Dominion, one step shall be taken only, when the corresponding color is thrown, the lower number indicating the extent of the move.

6. Whenever a player introduces a third chessman in the Winning station, he will notify that he "makes clover," i. e. he wins the Game and each of the other players pays him three points for the last chessman arriving home. With this, the Game ends, and the winner is first in the new Game.

7. The payments for throwing shall be one point for each chessman in the Dominion of the color; but if someone has more than three chessmen, three

points only shall be played, if the color comes up once in the throw, and three steps must be taken with one, two or three of the more advanced chessmen, out of the four or more he may have. If his color comes out duplicate, he shall pay six points and take six steps, as already explained. But if another player throws the three colors of the one having four or more men, the latter can pay nine points and take nine steps with the chessman or chessmen that suits him, out of the three most advanced he may possess at that moment.

8. The chessman which cannot reach the Winning station because it has to take one or more steps of a greater number of stations than the player is lacking to reach the Final station, shall be sold to the next Dominion, collecting three points from the owner of that Dominion.

9. If in moving a chessman to the end of the Dominion, it reaches the Winning station on transit, nothing shall be charged to the other players, as a charge is made only when the chessman rests in that station. It is not allowed to sell more than one chessman in the same throw.

10. The player without any chessmen in his Dominion shall charge when he throws, to the players whose colors come up, even if his own should be thrown, and does not pay anything when someone else throws his color. This is so because he has no chessmen to move.

11. It is obligatory to take out of the Starting station the three chessmen the first and second time their color is thrown.

12. It is not admissible that two or three men occupy, in resting, the same station, but they may reach on transit one already occupied, and if in that station the colors thrown be found, he shall charge accordingly.

13. The charge for falling in color will be made either when reaching a

station on transit or resting, and if in the same throw a fall in color should happen twice or three times, every fall shall be charged. The same thing must be done if one, two or three reach the Final station in the same throw; as has already been said, one point will be charged for the first, two for the second and three for the third to reach home, the Game being won in the last mentioned instance.

14. As in the Game of Sales the chessman cannot be moved by the new owner in the throw in which it was sold, i. e. no move must be made by the same until the color of the Dominion in which it was sold be thrown.

15. *Recapitulation.* From the foregoing explanations is seen that the payment in each throw is of one point for each man in the Dominion of the color cast; that the steps the chessmen have to take is also one for each chessman and each color thrown, but when there are more than three chessmen, it is always considered as if there were only three because only three dice with dots are used. Remembering the rules of the deduction of the steps of each color, it will be seen that if the one who throws the dice takes the same or greater number of steps than the other colors cast, he shall not charge anything to the others; but if one or more of the other players take more steps than he, he must charge the difference; and if he takes no steps, he shall charge the total number of steps taken by the others at the rate of one point for each chessman in each Dominion without having reached the Winning station, and that when there are more

than three men in a Dominion, the players shall not pay for more than three.

GENERAL REMARKS FOR ALL THE GAMES.

I. The dice shall be thrown all together and the throw may be repeated only in the case when they fall on each other and do not show plainly the upper face, or if one of the dice be lacking.

H. Once a chessman is moved, the move cannot be repeated, unless the chessman moved belongs to another player; or because the move cannot be allowed under the rules.

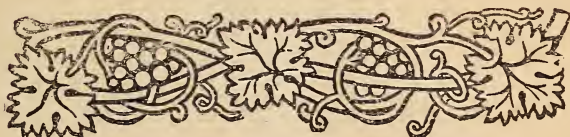
III. The player who does not charge for falling in color or for throwing the dice etc., before the next throw loses his right to collect from the other players.

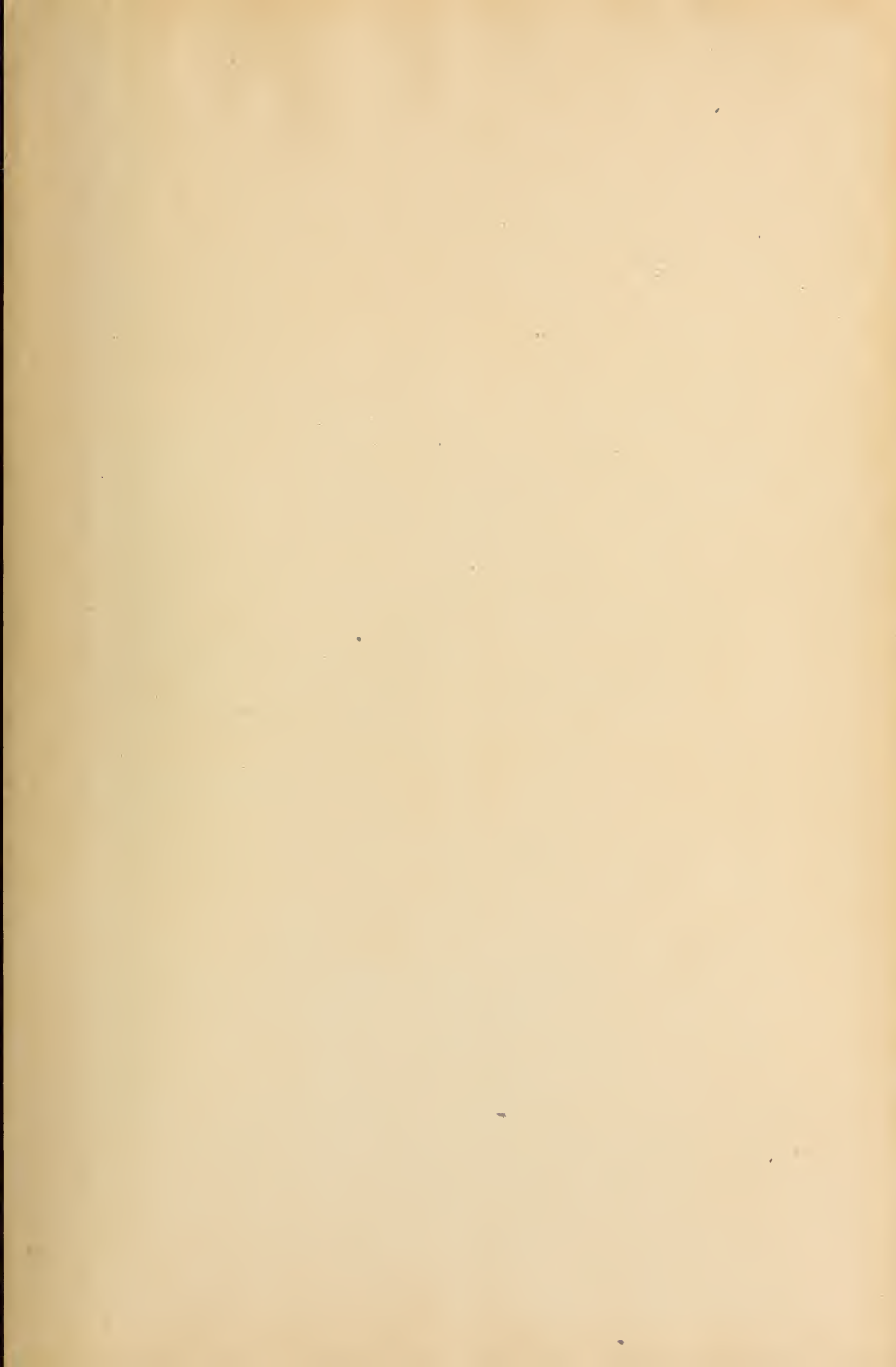
IV. The players shall move their chessmen and pay what they owe in their order, and if any color wins the Game, the moves by the other colors, as shown by the dice thrown up are not executed nor are the dues paid. For this reason, the Dominions are numbered so that if in a throw, playing for example, Blue, the colors red, blue and white, are cast, the player having the blue chessman or chessmen number six will move first, next, the player having the white chessman number two, and lastly, the player with the red chessman number three. If in the next play, which belongs to the player having the green chessman, two blacks and one white should come up, the owner of the white which is the one which immediately follows the green and is marked with the number 2, will play

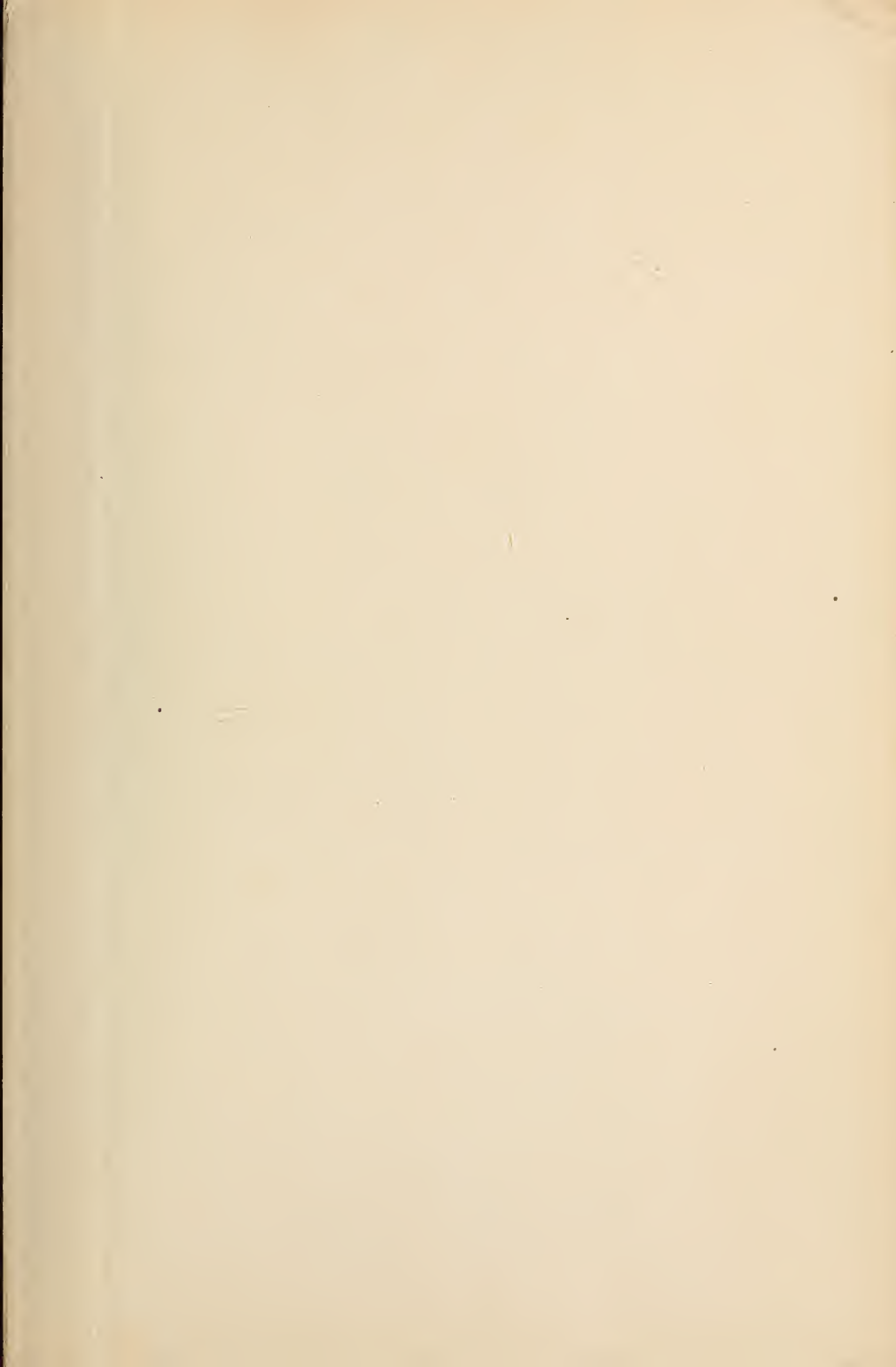
first and after him, the Black having the number four. This order is necessary to avoid confusion and disputes in a fair and properly played Game.

V. As each chessman is moved in the order indicated, the dues will be collected, since it may happen that the color one may arrive at the Winning station, collect what is due him, move his chessmen forward, sell it to color two, collecting what is due him for this

sale; he then may move his chessman color four, and if it falls in color collect, rest the chessman color five in the Winning station, collect and win the Game, and thus be the first to throw in the following Game. If in the case of the example cited, the proper order is not followed out in regard to the moving of chessmen, collecting dues, etc., and any player gets ahead of another, the natural result will be confusion and some players will fail to collect their dues.







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